



TIGER
ELECTRONICS, LTD.
Model 65-130
Ages 7 & up

PONG®

INSTRUCTION

651300001IWTIE-01

❑❑❑ PONG IS BACK!

It was the video game that started it all. And now it's back. Right on your keychain and into your heart. It's Pong! There are six games to choose. Master them all. All six are 1 player games. You vs. the computer. Or as we like to say, Right vs. byte!

❑❑❑ BASIC FEATURES

All six games share basic features:

1 player games:

All six are 1 player games: You vs. the computer.

Your paddle/paddles are always on the right side of the screen. Computer's paddle/paddles are always on the left side of the screen.

First serve:

Play begins with the ball appearing and moving toward your paddle. This is the **SERVE**. You are awarded the first **SERVE** in each game.

Holding serve:

Once a game begins, serve belongs to the last player to score.

As you serve the ball, the ball bounces off your paddle — hits a wall — and then pounces toward the computer player's paddle. If computer is fortunate enough to stop the ball with his paddle, then the ball bounces off his paddle, and then goes hurtling against the wall, and then the ball hits back toward your paddle. You try to stop the ball with your paddle, sending it back toward a wall and then back to your opponent. Balls continue to bounce off paddles and walls until a player "misses" a ball (the ball skips under or over or through their paddle, which counts as a "score"(point) for the other side!

Game speed:

Speed of the ball increases in each game after a certain number of bounces.

Spin shots:

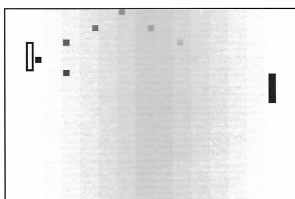
You're allowed to put "spin" on the ball to make your shots tougher.

In Squash Pong and Soccer Pong, both you and the computer have one additional paddle on the opponent's side. This extra paddle can not hit the ball back to your side — it can only change the direction of the ball.

❑❑❑ OBJECT OF EACH GAME

GAME 1: CLASSIC PONG

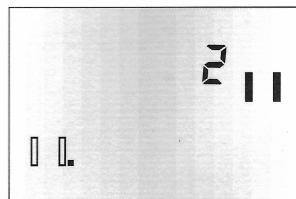
This is the original PONG game. Each player has one paddle on his own side. Remember, in each of the six games, your paddle is on the right side of the screen. There are walls on the top and bottom of the screen. You and the computer hit the ball back and forth — the balls bouncing from your paddle and then off the walls — and then to the other player's paddle. The computer player then hits the ball off his paddle — the ball then bounces off a wall — and goes to your paddle. Play continues until one player misses and the ball goes off screen behind their paddle. Each time the ball is "missed", the other player scores a point. The first player to reach 15 points wins.



CLASSIC PONG

GAME 2: TENNIS PONG

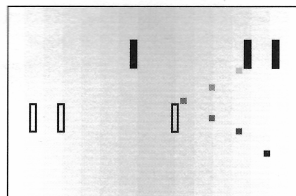
Like classic Pong except players each have **TWO PADDLES** on their own side. The first player to score 15 points wins.



TENNIS PONG

GAME 3: SQUASH PONG

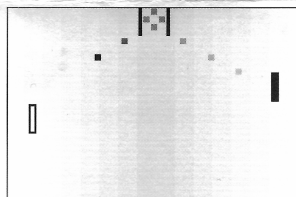
Like classic Pong except players have **THREE PADDLES** with two paddles on their own side and one paddle on their opponent's side. The first player to score 15 points wins.



SQUASH PONG

GAME 4: SMASH PONG

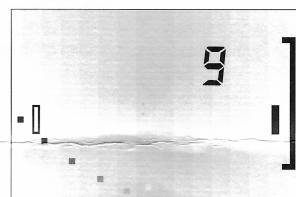
Each player has one paddle on his own side. There are two rows of brick wall located at the middle of the court. When the ball strikes the row of bricks, it bounces off the wall and "destroys" the brick that it hit. As in other games, it's a "score" if the opponent misses the ball. You must break through the wall so that the ball passes onto the computer's side. The computer then plays "defense", hoping to break back through the wall and get the ball back onto your side! There are also two pairs of non-movable bars located on the middle of the court. The first player to score 15 points win.



SMASH PONG

GAME 5: HOCKEY PONG

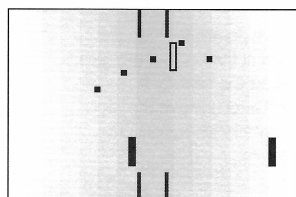
Each player has one paddle on their side. Players score by hitting the ball into their opponent's goal. The first player to score 7 goals (points) wins.



HOCKEY PONG

GAME 6: SOCCER PONG

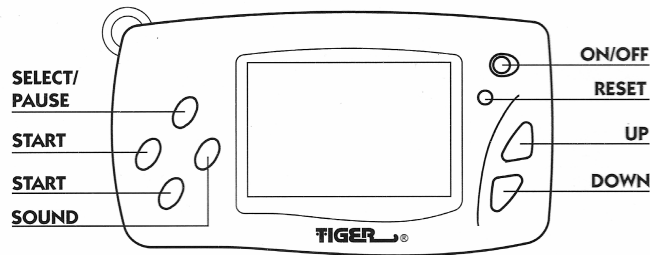
Each player has two paddles with one of the paddles located on the opponent's side. There are also two pairs of non-movable bars located at the middle of the court. The first player to score 7 goals (points) wins.



SOCCER PONG

KEYS TO THE GAME

Use the keypad keys to play:



- ON/OFF**
- to turn on the game.
 - to turn off the game.
 - (The game also shuts off automatically after 3 minutes of no action.)
- SELECT/PAUSE**
- to toggle through and select from the six game modes.
 - to pause the game you're playing.
 - press it again to exit pause.
- UP**
- to move your paddle up.
- DOWN**
- to move your paddle down.
- SOUND**
- to control sound: on or off.
- START**
- to enter the game mode you've selected.
 - after a "Game Over", press "Start" to play the same game again (or press "Select" to choose a different game and then press "Start" to start the new game!).
- RESET**
- to reset the unit if your game malfunctions.

LET'S PLAY

Press the **ON** button. Then use the **GAME SELECT** button to toggle through the six game modes. Then press the **START** button to enter the game mode of your choice!

Use the **UP** and **DOWN** buttons to move your paddle up and down across the screen. You must hit the ball and it will then bounce back towards the computer player. When you "miss" a ball, it is a **SCORE** for the other side!

Once play begins, you can press the **SELECT/PAUSE** button to pause the game. Press it again to exit pause.

The game continues until either you or the computer wins the game by reaching the required number of points/goals. You hear a winning tone sequence when you win a game. Of course, you will also hear a losing tone sequence when you lose a game!

You also hear a "tone" each time the ball touches a paddle and each time a ball touches a wall.

After a **GAME OVER**, press the **START** button to start another game from the same game mode. If you want to select a different game after a **GAME OVER**, then press the **SELECT** button instead. Then the game number for the last game played will be displayed. Now use the **SELECT** button to toggle through the six game modes. When you decide on the game mode you want, press the **START** button to enter the game of your choice!

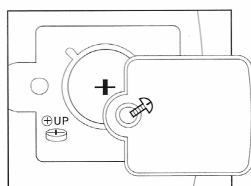
SCORING

1 point/goal is scored each time a player misses a ball.

It takes 15 points to win Classic Pong (game 1), Tennis Pong (game 2), Squash Pong (game 3) and Smash Pong (game 4). It takes 7 points/goals to win Hockey Pong (game 5) and Soccer Pong (game 6).

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 1xG13A OR LR44 battery or equivalent (Battery included) as shown.



TO ENSURE PROPER FUNCTION :

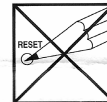
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

CAUTION/DEFECT OR DAMAGE

CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your PONG KEYCHAIN is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship. During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

PONG © 1978-1998 Atari/JTS Corporation. All Rights Reserved.
Pong is a registered trademark of Atari/JTS Corporation. Licensed from Atari/JTS Corporation.

TIGER
ELECTRONICS, LTD.

©, TM, & © 1998 Tiger Electronics, Ltd. All rights reserved.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

©, TM, & © 1998 Tiger Electronics UK Ltd.
All rights reserved.
Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire HG1 1EL, England.
www.tigertoys.com

PRINTED IN CHINA